

Listing of Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

1-17. (Canceled).

18. **(Currently Amended)** A method of operating a gaming device configured to execute a decrypted executable game code, the method comprising:

receiving at the gaming device from a remote device encrypted executable code for a plurality of games, the encrypted executable code including first game code necessary to operate a game on the gaming device in a first jurisdiction, the first game code encrypted with a first key associated with the first jurisdiction, and second game code necessary to operate a game on the gaming device in a second jurisdiction, the second game code encrypted with a second key associated with the second jurisdiction, the second game code not recoverable with the first key and the first game code not recoverable with the second key, wherein the first game code includes a first set of operating data including at least one of first audio data or first video data for generating the game on the gaming device in the first jurisdiction, and wherein the second game code includes a second set of operating data including at least one of second audio data or second video data for generating the game on the gaming device in the second jurisdiction;

storing on the gaming device the first game code, including the first set of operating data, encrypted with the first key, and the second game code, including the second set of operating data, encrypted with the second key;

~~receiving, by the gaming device from the remote device a private key associated with a local jurisdiction in which the gaming device is located,~~

storing on the gaming device a secure access module, wherein the secure access module includes a private key associated with a local jurisdiction in which the gaming device is located, such that the private key need not be transmitted over a network;

wherein when the private key is the first key, and the local jurisdiction is the first jurisdiction, decrypting and storing by the gaming device the first game code according to the first key to recover the first game code and the first set of operating data as decrypted first game code and a decrypted first set of operating data, respectively;

wherein when the private key is the second key, and the local jurisdiction is the second jurisdiction, decrypting by the gaming device the second game code according to the second key to recover the second game code and the second set of operating data as decrypted second game code and decrypted second set of operating data, respectively;

sending, by the gaming device, information relating to the decrypted first or second game code to a remote device for authentication of the decrypted first or second game code;

receiving, by the gaming device, results of the authentication from the remote device;

taking remedial action by the gaming device when the decrypted first or second game code is not authenticated by the remote device, wherein the remedial action includes not allowing the decrypted first or second game code to be executed by the gaming device;

~~storing the decrypted first or second game code on the gaming device when the decrypted first or second game code is authenticated by the remote device; and~~

executing the decrypted first or second game code on the gaming device using the decrypted first or second set of operating data when the decrypted first or second game code is authenticated by the remote device.

19. (Canceled)

20. (Canceled)

21. (Previously Presented) The method in accordance with claim 18 comprising storing the decrypted first or second game code at the gaming device.

22. **(Currently Amended)** A gaming device comprising:

a memory device for storing executable code for a plurality of games, the encrypted executable code including encrypted first game code necessary to operate a game on the gaming device in a first jurisdiction, the encrypted first game code encrypted with a first key associated with the first jurisdiction, and encrypted second game code necessary to operate a game on the gaming device in a second jurisdiction, the encrypted second game code encrypted with a second key associated with the second jurisdiction, the encrypted second game code not decryptable with the first key and the encrypted first game code not decryptable with the second key

wherein the encrypted first game code includes a first set of operating data including at least one of first audio data or first video data for generating a game on the gaming device in the first jurisdiction, and the encrypted second game code includes a second set of operating data including at least one of second audio data or second video data for generating a game on the gaming device in the second jurisdiction;

a secure access module including the first or second key stored therein, the secure access module capable of decrypting the encrypted first game code according to the first key when the first key is stored therein and the local jurisdiction is the first jurisdiction, to recover decrypted first game code, such that the private key need not be transmitted over a network,

the secure access module further capable of decrypting the encrypted second game code according to the second key when the second key is stored therein and the local jurisdiction is the second jurisdiction, to recover decrypted second game code,

a programmable memory for storing the decrypted first or second game code;

a controller operable to: a) send information relating to the decrypted first or second game code to a remote device to authenticate the decrypted first or second game code; b) take remedial action when the decrypted first or second game code is not authenticated by the remote device; and c) use the decrypted first or second game code, including the first or second set of operating data, during the operation of the gaming device to generate a game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the game using the credits; and

a display mechanism for displaying the outcome of the game.

23. (Canceled)

24. (Previously Presented) The gaming device in accordance with claim 22 wherein the controller includes a processor in communication with the programmable memory.

25. (Previously Presented) The gaming device in accordance with claim 22 wherein the programmable memory comprises RAM.

26. (Previously Presented) The gaming device in accordance with claim 22 including a communications link associated with the controller permitting the first set of operating data and the second set of operating data to be transmitted to the gaming device from a remote location.

27. (Canceled)

28. (Previously Presented) The gaming device of claim 22, wherein the remedial action is to erase one of the first or second private key or the first or second set of operating data stored on the gaming device.

29. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted first or second game code sent to the remote device is a signature calculated from the decrypted first or second game code.

30. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted first or second game code sent to the remote device is a portion of the decrypted first or second game code.

31. (Canceled)

32. (Previously Presented) The method of claim 18, wherein the remedial action is to erase one of the first or second key or the decrypted first or second game code stored on the gaming device.

33. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted first or second game code sent to the remote device is a signature calculated from the decrypted first or second game code.

34. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted first or second game code sent to the remote device is a portion of the decrypted first or second game code.

35. **(Currently Amended)** A gaming system comprising:

a gaming device comprising:

a memory device configured to store executable code for a plurality of games, the encrypted executable code including encrypted first game code necessary to operate a game on the gaming device in a first jurisdiction, the encrypted first game code encrypted with a first key associated with the first jurisdiction, and encrypted second game code necessary to operate a game on the gaming device in a second jurisdiction, the encrypted second game code encrypted with a second key associated with the second jurisdiction, the encrypted second game code not decryptable with the first key and the encrypted first game code not decryptable with the second key

wherein the encrypted first game code includes a first set of operating data including at least one of first audio data or first video data for generating the game on the gaming device in the first jurisdiction, and the encrypted second game code includes a second set of operating data including at least one of second audio data or second video data for generating a game on the gaming device in the second jurisdiction;

a secure access module including the first or second key stored therein, the secure access module capable of decrypting the first encrypted first game code according to the first key when the first key is stored therein and the local jurisdiction is the first jurisdiction, to recover decrypted first game code, such that the private key need not be transmitted over a network,

the secure access module further capable of decrypting the encrypted second game code according to the second key when the second key is stored therein and the local jurisdiction is the second jurisdiction, to recover decrypted second game code,

a programmable memory configured to store the decrypted first or second game code;

a controller operable to: a) send information relating to the decrypted first or second game code to a remote device to authenticate the decrypted first or second game code; b) take remedial action when the decrypted first or second game code is not authenticated by the remote device; and c) use the decrypted first or second game code, including the first or second set of operating data, during the operation of the gaming device to generate a game;

a first input mechanism coupled to the controller configured to receive an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller configured to make a bet on an outcome of the game using the credits; and

a display mechanism configured to display the outcome of the game;

the remote device operable a) to receive the information relating to the decrypted first or second game code; b) to authenticate the decrypted first or second game code; and c) send a message to the gaming device comprising information indicating whether the decrypted first or second game code is authentic; and

a communication link configured to allow the remote gaming device and the gaming device to communicate.

36. **(Currently Amended)** ~~A computer readable medium including computer program code for executing executable code for a game on a gaming machine, the computer readable medium comprising~~ A computer-readable storage medium encoded with computer-executable instructions which when executed by a computer causes the computer to perform the steps of:

~~computer program code for receiving at the gaming machine from a remote device~~ executable game code including first executable game code and second executable game code, wherein the first executable game code and the second executable game code are stored in an encrypted format, the first executable game code being necessary to operate the game on the gaming machine in a first venue associated with a first key and the second executable game code being unnecessary to operate the game on the gaming machine in the first venue, wherein the second executable game code is necessary to operate the game on the gaming machine in a second venue associated with a second key, the second game code not recoverable with the first key and the first game code not recoverable with the second key;

~~computer program code for receiving from a remote device the first or second key associated with a local venue in which the gaming machine is located~~ implementing a secure access module, wherein the secure access module includes the first and second keys such that the first and second keys need not be transmitted over a network;;

~~computer program code for~~ using the first key to decrypt the encrypted format of the first executable game code when the local venue is the first venue, thereby generating first decrypted executable game code;

~~computer program code for~~ using the second key to decrypt the encrypted format of the second executable game code when the local venue is the second venue, thereby generating second decrypted executable game code;

~~computer program code for~~ sending information relating to the first or second decrypted executable game code to a gaming server for authentication of the first or second decrypted executable game code;

~~computer program code for~~ allowing the first or second decrypted executable game code to be executed on the gaming machine when the gaming server authenticates the first or second decrypted executable game code; and

~~computer program code for~~ not allowing the first or second decrypted executable game code to be executed on the gaming machine when the gaming server does not successfully authenticate the first or second decrypted executable game code.

37. **(Currently Amended)** ~~A method for controlling the execution of games by a gaming device, the method comprising~~ A computer-readable storage medium encoded with computer-executable instructions which when executed by a computer causes the computer to perform the steps of:

determining by a gaming device which one of a plurality of encrypted blocks of game code is to be executed by a gaming device, wherein the gaming device stores encrypted executable blocks of game code for one or more games, the blocks including encrypted first game code that is necessary to operate a game on the gaming machine in a first venue and encrypted second game code that is unnecessary to operate the game on the gaming machine in the first venue and necessary to operate a game on the gaming machine in a second venue,

wherein the encrypted first game code includes a first set of operating data for at least one of first audio data or first video data for generating the game on the gaming device, and the encrypted first game code is encrypted with a first key associated with the first venue, and wherein the encrypted second game code includes a second set of operating data for at least one of second audio data or second video data for generating the game on the gaming device, and the encrypted second game code is encrypted with a second key associated with the second venue, the encrypted second game code not decryptable with the first key and the first game code not decryptable with the second key;

~~sending to the gaming device the first key when the gaming device is located in the first venue;~~

~~sending to the gaming device the second key when the gaming device is located in the second venue;~~

storing on the gaming device a secure access module, wherein the secure access module includes the first and second keys such that the first and second keys need not be transmitted over a network;

receiving from the gaming device information relating to first or second decrypted game code after the gaming device has decrypted the encrypted first or second game code according to the first key when the gaming device is located in the first venue or according to the second key when the gaming device is located in the second venue;

attempting to authenticate the information relating to the first or second decrypted game code;

indicating to the gaming device to execute the first or second decrypted game code when the information relating to the first or second decrypted game code is authenticated; and

indicating to the gaming device not to execute the first or second decrypted game code when the information relating to the first or second decrypted game code is not authenticated.

38. **(Currently Amended)** ~~A method as recited~~ The computer-readable storage medium in claim 37, wherein the method steps further comprises include:

sending to the gaming device encrypted executable code for a plurality of games including a first game and a second game.

39. (canceled)

40. **(Currently Amended)** A gaming server for controlling the execution of games by a gaming device, wherein the gaming server comprises: one or more processors configured for ~~and~~/or capable of:

determining which one of a plurality of encrypted blocks of game code is to be executed by a gaming device, wherein the gaming device stores encrypted executable blocks of game code for one or more games, the blocks including first game code that is necessary to operate a game on the

gaming machine in a first venue and second game code that is unnecessary to operate the game on the gaming machine in the first venue and necessary to operate a game on the gaming machine in a second venue,

wherein the first game code includes a first set of operating data for at least one of first audio data or first video data for generating the game on the gaming device in the first venue, and the first game code is encrypted with a first key associated with the first venue, and wherein the second game code includes a second set of operating data for at least one of second audio data or second video data for generating the game on the gaming device in the second venue, and the second game code is encrypted with a second key associated with the second venue, the second game code not recoverable with the first key and the first game code not recoverable with the second key;

~~sending to the gaming device the first key when the gaming device is located in the first venue, and~~

~~sending to the gaming device the second key when the gaming device is located in the second venue;~~

receiving from the gaming device information relating to decrypted game code after the gaming device has decrypted the first or second game code according to the first key when the gaming device is located in the first venue or according to the second key when the gaming device is located in the second venue;

attempting to authenticate information relating to the decrypted game code;

indicating to the gaming device to execute the decrypted game code when the information relating to the decrypted game code is authenticated; and

indicating to the gaming device not to execute the decrypted game code when the information relating to the decrypted game code is not authenticated.

41. (Currently Amended) ~~A method of operating a gaming device, the method comprising~~ A computer-readable storage medium encoded with computer-executable instructions which when executed by a computer causes the computer to perform the steps of:

receiving by a gaming device from a remote device a plurality of blocks of executable game code associated with a plurality of jurisdictions,

wherein the blocks of code include first game code encrypted with a first key associated with a first jurisdiction, the first game code necessary to operate a first game in the first jurisdiction, and

second game code encrypted with a second key associated with a second jurisdiction, the second game code necessary to operate a second game in the second jurisdiction, the second game code not recoverable with the first key and the first game code not recoverable with the second key;

~~receiving a private key associated with a local jurisdiction in which the gaming device is located;~~

storing on the gaming device a secure access module, wherein the secure access module includes a private key associated with a local jurisdiction in which the gaming device is located, such that the private key need not be transmitted over a network;

wherein when the private key is the first key, and the local jurisdiction is the first jurisdiction, decrypting the first game code according to the first key to recover first decrypted game code;

wherein when the private key is the second key, and the local jurisdiction is the second jurisdiction, decrypting the second game code according to the second key to recover second decrypted game code; and

executing the first or second decrypted game code on the gaming device.

42. **(Canceled)**

43. **(Canceled)**

44. **(Canceled)**

45. **(Currently Amended)** A method of operating a gaming device configured to execute a decrypted executable game code, the method comprising:

receiving at the gaming device from a remote device encrypted executable code for a plurality of games, the encrypted executable code including first game code necessary to operate a game on the gaming device in a first jurisdiction, the first game code encrypted with a first key associated with the first jurisdiction, and second game code necessary to operate a game on the gaming device in a second jurisdiction, the second game code encrypted with a second key associated with the second jurisdiction, wherein the first game code includes a first set of operating data including at least one of first audio data or first video data for generating the game on the

gaming device in the first jurisdiction, and wherein the second game code includes a second set of operating data including at least one of second audio data or second video data for generating the game on the gaming device in the second jurisdiction;

storing on the gaming device the encrypted executable code for the plurality of games;

storing on the gaming device the first or second key associated with a jurisdiction such that the first or second key need not be transmitted over a network;

selecting, based upon the jurisdiction, a portion of game code from the encrypted executable code for the plurality of games, wherein the portion of game code is encrypted game code necessary to operate the gaming device in the jurisdiction;

decrypting, by the gaming device, the portion of game code according to the first or second key to recover decrypted game code, including a decrypted set of operating data;

sending, by the gaming device, information relating to the decrypted game code to a remote device for authentication of the decrypted game code;

taking remedial action by the gaming device when the decrypted game code is not authenticated by the remote device, wherein the remedial action includes not allowing the decrypted game code to be executed by the gaming device;

storing the decrypted game code on the gaming device when the decrypted game code is authenticated by the remote device; and

executing the decrypted game code on the gaming device using the decrypted set of operating data when the decrypted game code is authenticated by the remote device.